

DANGEROUS Waters



The Official Source
for GameShark codes™

GameSharkCodes GameReviews GameTips Merchant Marina

codeboy's rant

Man, my pants are gonna get soaked again. I think it's been raining for the past four or five days. Perfect time to catch up on some games, I guess. I imagine most of you are playing Resident Evil 3 as opposed to reading this dumb?? newsletter, and maybe it's for the better. I actually bothered to take that game home with me, I own all of two games for the PSX, and do some home studying. It's not as though it's any different from the other two titles when it comes to hacking the codes, but I enjoy everything that's packed into the games, dare I say it's actually interesting to hack. Anyway, I'm deep into some crazy list consisting of more Kanji than English when the girlfriend

drops by. It's early in the evening, so I figure I keep at it for a bit, she'll understand. I think she finally left around eleven, but I can't be sure. It was kinda strange though (reminded me of what gaming used to be like) ignoring such things as females, food and water was quite common ten years ago, but seldom happens these days, and especially not the food part. Hmm, so I think I made it an entire day without shredding some thing, and actually enjoyed a game for a while. Then went back to the office the next day and tortured myself with the likes of Road Rash 64 and ET64, which were right on schedule.

-CodeBoy



I'M GAMING IN THE RAIN, I'M GAMING IN THE RAIN!

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Go to GameShark.com

As many of you know (all of you should!), Dangerous Waters' sister code source, www.gameshark.com, is extremely popular amongst GameShark users who own PCs. And for good reason! InterAct has hired 80 monkeys to work day and night in order to update the site for your viewing pleasure. Not only is www.gameshark.com the only authorized code

source on the web, but you'll find strategy guides, programmers' cheats, reviews, fun contests, the Jimmy No-Know poll of the day, CodeBoy's senseless banter and forum, Little Timmy's dating service and lots more (lots?)

ABUSE THE POWER, BABY, YEAH!



editor's note

Oh boy, oh boy. *ShutWire* Online is in shatters now (or at least it should be). Yeah, that's right I said "in" -uh-huh, heh-heh. So, are you gonna get it? I know I am. I can't get online at home so I've got to have it. Granted I can't access any porn or fantasy Spawns websites, but hey, I can get all of the hottest game industry news, codes (Groggism *most/GameShank*), interviews, reviews/previews, strategy guides, and tips, plus, sports scores and news, X-Game sports news, fashion news, wedding news (that damn), movie news/news/previews/release dates and other stuff. I repeat, we will have *WEDSTUD* news! Whistling the most popular sport (sport?) in the world? I thought that was duckpin bowling. I know a lot of *Highlandflowies* are voting for duckpin bowling to be the state sport in MD. Hold on! Stop the press. If I continue to talk about duckpin bowling, I think I will gouge my eyes out...with Codeboy's fingers. All cruelty and enervation...it would be a fate worse than death...just get *ShutWire* or go away!

BTW (that's By The Way for all you non-web browsers) We have new member to our *Dangerous Waters* crew! Welcome sailor...Tha sailor? I don't understand the lowercase "th" either? This fine display of a gentleman will be writing reviews, previews and a new feature, strategy guides. We're yet to have strategy guides as part of our repertoire, but what the hey!

Have you purchased a Dreamcast yet? He nothin', but we have a few stations here in the ol' office. I have to say the funny art and graphics on all of the games we have are unlike anything I've ever seen. If DC is this good, I can't even begin to imagine what PS2 is going to look like. Think about it, Dreamcast is cutting edge for today, but people are saying PS2 is going to blow it out of the water...DVD, internet and a processor so fast it will induce seizures into the entire population of Nintendo? I am waiting for PS2 and that's final. I will just stick to playing the Dreamcast at work (getting paid to play is so much more fun).

Man I have been bombarded with letters from you guys. Normally I would appreciate receiving so much mail, but this is great. Keep up the good work you guys! This month's winner is awesome! And remember if you want a free *DoDrive*, get your artwork to me ASAP.

I think I'm going to be sick.
ABUSE THE POWER?

Dan Ullmann, II

Mailbox

The Voice of GameShank Fans

Wow! Aha, I'm out of here! It has been a pleasure to work with *Intrepid* for the past few years and an absolute blast to be part of the *GameShank* team. It has also been a joy to write reviews for you and try to answer your questions (not to say, "by"). Continued in this issue are my final reviews for *Dangerous Waters* and then I head out to graduate school. I realize this might come as quite a shock to some and others may be glad I am gone. Either way, be sure to prefer *Codeboy* plenty and my replacement as well (like there can be one).

Now, on to my final letters section.

Hi, I'm the person who can't think of a decent name to E-mail people with.

I heard some kids talking about how "great" *Pokemon Snap* was and that everyone should buy it. I rented it from a friend and beat it (and the challenge scores) in less than 2 hours (1 hour and 56 minutes). I'm not saying that it is a bad game, I'm just saying that it was *WWAAAAAYYY* too easy.

-Goddess (online)

I agree. How hard could it be to take pictures of *Pokemon* for points? I think *Codeboy* beat it rather quickly as well.

Kuto

Got a question? Need like to hear from you? Send your letters to: *Dangerous Waters* mailbox, 1099 McConick Road, Hunt Valley, MD 20638. email: codeboy@gameshank.com or kuto@gameshank.com

We also received a letter from Philip who lives in Scottsdale, KY. Due to its length we could not print the entire thing but here is a sampling of letters.

I don't know why I waste my time writing you this letter, because all you do is "stick-it" full of things like it was just a catalog! Who the...inert choice phrase here?...am I if I'm a *GameShank* fan and I like to get new codes? I'm not the only one out here. So here goes nothing!

4Philip, Scottsdale, KY

From there the letter descended into a conversation with herself. It was really rather humorous. Philip, unfortunately we could not print your entire satirical masterpiece (due to space problems and some other choice language issues, if you readers know what I mean) but I can answer your questions in the order you raised them. They are not yet, we do not know either and yes we do.

That's all she wrote folks. Now I am off to the queen podium that is the United States postgraduate system. Take care everyone, I'm out.

And be sure to Abuse the Power!

Kuto

Dangerous Designs

Wow! This issue's winner is Dan Rouleison, age 14, from Lakeland, FL. Man, that turned out great!

This issue's winner:

Dan Rouleison
Lakeland, FL



I will get your PSK *DoDrive* to you ASAP. Dave. In the mean time, folks, take a look at this issue's runner-up.

Runners-up:

Joie Rae
Philadelphia, PA



Lucas Wilanowski
Kennesaw, GA

Lucas Wilanowski and Joie Rae. They will be receiving a *GameShank* Tee Shirt. I want to thank all of you who have participated so far, keep it up. Our offer for a NS4 or PSK *DoDrive* still stands for issue #22. So don't delay get your artwork in to us today! For complete contest rules, email editor@gameshank.com or write us at our address on the back cover.



Kato's Game Reviews

An unbiased look at what's hot and what's not.



Title: NFL Quarterback Club 2000
Developer: Ignom
Publisher: Activision
Format: Cartridge
of Players: 1-4
Difficulty: Moderate
Available: Now



Clayton Kato's QB Club just looks like the new QB Club.

Is Activision trying to take a bite out of EA's hold on sports titles on the N64? They already released Star Baseball 2000 and now it seems they are taking aim at the football market with the third installment of the Quarterback series. NFL Quarterback Club 2000.

This game looks great. The motion captures are smooth and the graphics are sharp. The player movements look realistic (the spin moves, jukes, and catches are awesome). There is a wide selection of offensive and defensive plays available and vary depending on the team you choose.

You are also given the option to create your own players and team. Players from this season's roster are available as well as last year's Pro Bowl selections, Activision programmers' team, and great teams from the past.



Looks pretty good, doesn't it? Not much more to say about this one.



Title: Madden 2000
Developer: EA
Publisher: EA Sports
Format: CD
of Players: 1-8
Difficulty: Moderate
Available: Now

Well, autumn is here again and that means football. I remember playing football in the street in my neighborhood growing up and the 2-day practices in High School. Hit 'em and get hit that is what it is all about, but I despise it. For you game players out there, this means another fall filled with a plethora of football titles for the PSX.

EA Sports has released another in its long series of football titles, Madden 2000. This game returns with many of the same features as last year but has improved in almost every aspect. The Graphics feature has been overhauled to make it more user friendly and the

Graphics player also returns with unlimited points. Now you can create the Pro Bowl running back, quarterback, lineman, linebacker, or defensive back you know you could have been if you had the chance.

Franchise Mode allows you to take the coaching job on your favorite team. Take them through the season and into the playoffs but just like most NFL jobs, it is all based on your performance. You must do well if you want to keep your job. After the season ends, you can see if your players improved at all.



EA Sports is not just a game, it's a way of life. Madden 2000 is the way to live.

GameTips & Tricks

Conquer worlds. Regain strength. Subdue the enemy.

House of the Dead 2

Display Score: To display your score, push the d-pad LEFT (twice), RIGHT (three times), LEFT, RIGHT then press Start. If the code has been entered correctly, a "0" will appear in the upper-left corner of the screen.



Sled Storm

Get the Storm Sled: Go in the options screen and select the load/save option. Now select the password option. Press Circle, Triangle, Square, R2, R2, L2, X, Triangle.



Play as Jackal

At the password screen press L2, L2, CIRCLE, R2, SQUARE, R2, L2, TRIANGLE.

Snowboard Kids 2

All Characters, Boards and Levels: At the Title screen press Z, B, C-Up, Down on the d-pad, Left on the stick, Right on the stick, Up on the D-Pad, R, Z, A.

NOTE: You must start a new game after entering this code. It will not work with saved games.



EA Sports is not just a game, it's a way of life. Madden 2000 is the way to live.

You are also responsible for trades, signing and resigning of players, and drafting new talent. If it seems somewhat overwhelming, the CPU can take care of it for you.

There are all new motion captures for the players as well. The graphics are as flawless as I have ever seen in a Madden game. Enhanced gameplay and graphics, plus a plethora of improved features make Madden 2000 my first choice. There's no doubt about it, Madden 2000 is definitely king of the gridiron this season. <3>



The i-Files

An In-Depth Look At New Devices From InterAct

Suddenly, You're Online!

InterAct's new SharkWire Online Nintendo 64 add-on gives you e-mail access, news and more!

They say if there's anything that you want (e.g. sports, entertainment, games and fashion news) you can find it on the Internet. Well, for some the Internet is some plastic cube locked away in the family den. But for those who have access to a Nintendo 64 (and who doesn't, since we're all gamers), there's SharkWire™ Online—a unique new add-on that lets you go online directly from your Nintendo 64.

SharkWire Online opens the door to the SharkWire Online community, where you'll have a direct link to all the coolest sites on the Web. Imagine just turning on your game system, attaching the SharkWire Online add-on and linking to our site for info from snk.com, gamestop.com, and everyone's favorite, GameShark.com! It's as simple as that. You can stay up on the latest hops in the world of fashion, music and, of course, games! Download game saves and GameShark codes, read the latest gaming news, or learn new strategies. As a part of the SharkWire Online community, you can also swap tips and cheats with other information hungry gamers.

SharkWire Online also provides you with your own personal and private e-mail account, so when your Dad and the family PC seem like they're joined at the hip, you can shut

with your friends from the comfort and convenience of the coolest place in the entire house—your room! The add-on also boasts an e-commerce option, so you can purchase all of those cool products you see surfing around Sketchem™ or Penny's website.

Fees to subscribe to this powerful new community are virtually nil—low as \$9.95 a month with SharkWire's Basic Service package. The package gives you 10 hours of access each month, along with 5 e-mail user names. There's also an Extended Service

package that supplies you with 30 hours of access.

Now, let's recap: there's e-mail, gaming news, clothing news, gaming news, sports news and, yes, GAMING NEWS! It seems like someone's been reading our minds to find out all the things we like and send them express delivery via SharkWire Online (no CODs accepted). So get in line at your local retail stores to online SharkWire Online, that is, because suddenly, there's nothing wrong with being a "know it all!" ☺



SHARKWIRE™

O N L I N E



Please Note: SharkWire™'s monthly and quarterly, and access credit fees. SharkWire Online's exclusive internet community.

InterView

This month I had the pleasure of speaking with Robert Lamb, Lead Programmer of *Blitz 2000* at Point of View, Inc. We hit all of the hot topics: Games, Love, Food and much more. Enjoy!

Dangerous Waters: Hello Mr. Lamb, I'm not going to beat around the bush here, where are you from?

Robert Lamb: I couldn't believe it when I read last month's interview with Rick Rabin, to find he's from Hawtins, VT. I had no idea my Newfane was such a hotbed of gaming talent! I lived there when I was a kid, and always went back to visit my relatives each summer. Talk about small world!

My family moved from Vermont to Oxford, then to Dallas—which is where I mostly grew up. All that moving around means I don't have a Texas accent, except when I'm drinking beer with my friends from back home. I went to college in Austin, which was a great place to perfect my accent (lots of great bars).

DW: When and how did you get started with POV?

RL: I used to work as an electrical engineer, and got to work on great graphics, image processing, and sound processing projects. I left the computer industry to travel for about 2 years (at least, that was the plan). Five years later, I found myself in Tahoe at the end of the ski season, wondering where all the money went. I didn't want to move back to a city, and got incredibly lucky to find POV was hiring. I was thrilled to get to stay in the mountains, and still have a "real" job again. Our office is in the mountains, right on Lake Tahoe. I'm hoping they'll let me out of the office when we ship NFL Blitz 2000, so I can remember how to lose my mountain bike. (Hope I don't fall off a cliff again, Yikes!)

DW: Tight hips or control tops (ongoing pursuit of the truth)?

RL: Tight hips, definitely. (Wow! (Sorry, I let my imagination run away with me for a second there—one of the hazards of being in such a weird field). What was the question again?

DW: Did you work on the original *Blitz*? Or was *Blitz 2000* your first?

RL: I started with POV when we were doing the port for the original *Blitz*. Next thing I knew, they made me the lead programmer on *Blitz 2000*. I got to deal with all kinds of fun things like schedules, and technical design doc efforts and all other sorts of junk—oops, I mean incredibly important and useful paper work (and in case my producer reads this, hi).

DW: What other titles have you worked on besides *Blitz 2000*?

RL: *Blitz* is my first game title... it's been great doing this port. I'm thoroughly impressed at

how well the original Midway team balanced the gameplay elements of *Blitz*. They have the arcade concept down cold, and I think that translates well both to the consoles and to the PC. They came up with a game that is easy to learn, immediately fun and exciting, and still has depth when you keep playing it. We've been working on *Blitz* and *Blitz 2000* for a couple years now, and we still have a blast when we challenge each other in the office, especially in 4 player mode.



Robert Lamb has the ball's up (and a few on computers) from deep into the mountains here.

DW: Take a look into your crystal ball for me. Do you see *Blitz* moving on to the next gen systems, especially Dreamcast? What is in store for the future of POV?

RL: *Blitz* *Blitz 2000* is a launch title for the Dreamcast, so it's available right away. Midway will definitely be moving forward with all the next gen systems with *Blitz*. POV has quite a few projects in the works, and hopes to continue a long and fruitful relationship with Midway.

DW: Now I have to ask, which do you prefer: Glazed, Jelly or Cream filled?

RL: Jelly filled, the bigger the better. Although, there is much to be said for plain especially when you do your own glazing, a lit lit chocolate syrup dropped over them, per-haps? Yum. Oh, were you talking about donuts?

DW: Will there be a *Blitz 2000*, can you fill us in on what it will be like? Give us the insider sneak peek!

RL: I wish I could, but I don't even know yet. POV will be involved with the next version, but we haven't yet had the meeting with Midway

about what new features they want. Our whole team has been brainstorming new ideas, and we each have a wish list, but we haven't consolidated lets yet. It will depend on which direction Midway wants to take the game, and what the NFL will allow us to do with the license. We have some great, fun new ideas, but not all of them fit with the license.

DW: Have you ever used a GameShark? Perhaps on *Blitz*?

RL: They don't actually let me play the games around here. When they unlock me from my desk, they're afraid I'll break the hardware. "Can't let the technical guys too near the equipment you know." (Or to the public—might screw off the third ones).

DW: What is your opinion on these next gen systems? Do you think they will fly? Or are the manufacturers beating a dead horse?

RL: I can hardly wait for the new systems, both to play all the cool new games, and to start working with them for our own projects. I think the new systems are going to bring games to a new level. Things are just going to get better and better. The power of the new consoles will hopefully allow us to balance the quality a little better between gameplay and technical innovation.

Of course, the new power also means that expectations will be much higher. I'm sure we'll have to work real hard on the technical side to bring the best performance out of each next gen system. It looks like all the multiprocessing makes tuning and balancing of system resources even more important, adding another level of complexity for the programmer. As soon as we add the level of detail to the textures and models to achieve the visual quality that will be expected on the next gen systems, we'll be running out of system memory and processor speed, before you know it. Then we'll have to start applying all the tricks we learned with the previous systems.

Will they fly? That depends on marketing more than anything. I remember when IBM first shipped the PC, and I was already working with much better stuff from HP that didn't cost as much. We all thought, what idiot would buy that thing? Later, the Amiga and Betamax failed, and CD's never got off the ground. I've learned the hard way that marketing books the superior product every damn time. I don't sound bitter there do I?

I would like to thank Robert Lamb and POV for this opportunity to chat. Look to the future for more from Robert and POV. Point of View, Inc. is a leading developer of games for the Sony Playstation, Dreamcast, PC, and Nintendo 64. Since February 1996, Point of View has developed over twelve titles, including NFL Blitz, NFL Blitz 2000, Mortal Kombat Trilogy, Sports Car GT and Ready 2 Rumble. ☺

News



THE BIG WAVE

Give a Big Wave and
Welcome the Big Wave

Using the Big Wave CD is even more fun when you're eating big waters, or goshum crackers!

If you have a PlayStation and a GameShark for that PlayStation, you need to subscribe to the Big Wave CD! I know, what has the Big Wave done for you lately? You need to order it, first... Then you'll see. The Big Wave, first of all, will upgrade your GameShark to the latest available version. This will not upgrade your standard GameShark to a GameShark Pro, however, if you have a standard GameShark, you'll be upgraded to the highest available version of GameShark and if you have a GameShark Pro, blah blah the highest available version of GameShark Pro. But wait, there's more! You get GameShark codes, which can be directly loaded into your GameShark. No more pesky input screens for you! You get programmer cheats that can open up a world of cool features in your games, like exploding him sund wiches in Soul Reaver. You get game saves, which can be transferred directly to your memory card. You get exclusive codes, which can be found nowhere else. This is what you get... \$60.00 is how much you pay for 4 Big Wave CDs, distributed over the course of 1 year.

To order, fill out the form in the back of this issue, and don't forget to send a check or money order for the appropriate amount. We ain't giving these away.

Working to keep you guys on top!

InterAct's GameShark upgrade policy has changed. We have an updated software and version that's compatible with most 164 games available. If you own a 164 GameShark (SV 374), version 0.0 to 2.99, send in your GameShark along with \$50 to receive a software update, or send \$35 with your GameShark to upgrade to a GameShark Pro.

If you own a PSX GameShark (SV104), version 0.0 to 2.99, send in your GameShark along with \$35 to upgrade to GameShark Pro.

If you own PSX GameShark version 2.0 or above, Subscribe to Big Wave and receive 4 upgrades per year, guaranteed! Plus, receive any supplement CDs if a software update is needed.

And lastly, if you own Game Boy GameShark (SV504), all versions, send in your GameShark along with \$30 to upgrade to the GameShark Pro.

GameShark gets a facelift, a belly tuck and a labotomy!

Coming to you live and direct was your favorite videogame add-on, GameShark CDX for PlayStation® game console. Now you, yes you, can have the real generation 4 cheating technology! Take your gaming to higher levels than ever before with these 10 out features:

- PSX 9000 series compatible
- Select codes for hundreds of preloaded games!
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- Buften Code Generator (when used w/ the SharkLink, sold separately)
- Included, at no extra charge, Hack Like a Pro! tutorial video!
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A completely revised and updated version of the popular GameShark, the GameShark CDX is the ultimate game enhancer for the PlayStation® game console! This next generation of GameShark, the GameShark CDX, is compatible with every model of PlayStation!—even the new 9000 series. The all-new GameShark CDX plugs into the memory card port on any model PlayStation. From the menu screen, you can update codes and even unlock special graphic and sound! New stored on some games.

Watch out on www.gameshark.com for more news about GameShark CDX and how to get your own SharkLink cable. Don't have a computer? Ask your local retailer for release dates and availability beginning in November 1999.

ABUSE THE POWER



Vegas, Baby!

InterAct and EA Sports have teamed up to find the king (or, not) of NCAA Football 2000.

EA Sports is taking a tour of 64 colleges, and they're bringing along NCAA Football 2's from InterAct, as well as copies of NCAA Football 2000. At each stop, a NCAA Football 2000 Tournament will be held. EA is looking for the RMOC (Big Man On Campus), and when they find that person, they'll send them to Las Vegas to compete with the other 63 college campus winners to find the king of the game!

The contest starts September 1, and runs through December 19. The 64 chosen ones will fly out to Las Vegas to participate in the showdown. The championship will take place at the All-American Sports Park, where the best player will be crowned king!

GameShark Merchandise

We tried to write a theme song like Old Navy's, but sharks don't sing that way. So, here goes:

GameShark, GameShark—T-shirts from InterAct!
• 100% Cotton • Embroidered Logo •



Hackers Heaven

Learn How To Hack Like A Pro, From The Pros

Well, it's time for the wacky world of hacking help and guidelines to continue. This time we shall talk about how certain codes work. For instance, let's start with the No Random Battle code for FF7 code walk? For the most part, most games have a random number generator that determines how many steps you must take before a battle will begin. So, let's say you've found the address for the number of steps you must take before a battle will begin. Your next step is to make that address constant. There are 2 types of No Random Battle code: codes that increase, and codes that decrease. Below is an example of both.



Codes that increase tend to be easiest to find. First allow your character to begin a battle (be sure to win the battle). Without taking any steps, press the GS button and

start with an initial search. Note: if the code is in fact increasing, the normal value upon exiting a battle is zero. Move your character a few steps forward and perform a greater than search. Walk a few more steps, perform a greater-than search again. Your last step is to initiate a battle and exit. Your next step is to run a less-than search. Repeat this procedure until you get to a manageable size of possibilities to work with. Once you find the correct code, you will be able to walk around until your little hearts content without getting into a battle, astonishing isn't it?

Let's say we've tried again and again to find an increasing No Random Battle code without luck. That leaves us one alternative, find a code that decreases. These codes tend to be slightly more difficult to locate, but are still easy at best. Begin by starting a battle and exit just like before, without walking. At this point perform an initial search. Note: This tends to be a little more difficult because the codes are not always equal to the same value upon exiting a battle. So an equal to search of the value upon exiting 2 battles in a row will not work. Next, walk a few steps, press the GS button and perform a less than search. Walk a few more steps and perform a less than search again. Get your character into a battle again, exit and before, repeat this procedure until you get to a manageable size of possibilities to work with. And soon you won't be bothered by

those lame battles ever again! Almost the same procedures as finding the increasing code. ALU/DST.

And there we have it. The ability to create a No Random Battle code with your GS Pro and/or hacking software. Since the game's programmer never intended to include a code like this inside the game's programming, there may be random lockups or places you can't access. So, until next time, keep on hacking and defeat those RPGs in 10 hours or less or your money back!

Should these tips work incorrectly, you can forward your comments to:

somebody@hacking.com

Abuse the Power: Code Master



Merchant Marina

Your direct source for the hottest gaming accessories.



V-Mem Virtual Memory Card System

The V-Mem Virtual Memory Card System (PSK 120930, SRP: \$29.99) is a radical new game save system that can safely store up to 60 PlayStation® memory cards worth of game save data in "virtual memory." It's like having a hard drive for your PlayStation! Stores dozens of saves and view/saves them at the touch of a button with unique Memory Card Manager technology. Not compatible with PlayStation® model series 3000 and higher.



AstroPad

Let the dream begin! The AstroPad (DC P-90 009, SRP: \$19.99) is the perfect entry level controller for your Dreamcast video game console. The controller features eight-way direction control, six fire buttons and auto-fire. The AstroPad also supports both analog and digital play modes.



Quantum FighterPad

Prepare to take quantum leap in controller technology with the Quantum FighterPad (DC 120 009, SRP: \$29.99). As the premiere controller for Sega Dreamcast video game console, the Quantum FighterPad features a fully programmable, eight-button layout set accident-style fire buttons on top of the controller that are perfect for fighting and sports games and two shoulder triggers underneath. Use the Quantum's program features and mouse multi-step combination to a single button. Dual slots allow you to simultaneously connect and operate a Virtual Memory Card and TerrorPak.



GoldPak

Create some golden video game moments with this limited edition Gold Controller and Memory Card set (Gold GPK, SRP: \$16.99). The controller provides eight-way digital direction controller, six fire buttons, while the memory card stores all your saves in 128 blocks of storage space.



Game Boy Mega Memory Card

The Mega Memory Card (GBIC 124 007, SRP: \$19.99) is a unique game save device that has the capacity to store up to 100 Game Boy game saves. Using the Mega Memory Card's user friendly interface, you can easily store, organize and transfer game saves for all of your favorite Game Boy titles, including Pokémon!



Three Memory Card/Two Controller Pak

Here's one great deal that's packed with two or three surprises. Packed inside for your video game pleasure are two controllers and three memory cards (PSK B-0332, SRP: \$31.99). The controllers feature eight-way direction control and eight fire buttons, while the memory cards provide 16 blocks of storage space for your favorite game saves!

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- Please allow 4-7 weeks for delivery.
- To order by phone call Interact Americas, Inc. at 1-800-750-0000.
- Please keep your USA or Mexico/Canada number and shipping information ready.
- Send all orders to: Interact Americas, Inc. ATTN: SALES ORDER 6555 McCormick Road Hunt Valley MD 20881

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(Very important: in case we have questions about your order)

ITEM #	DESCRIPTION	QTY	SALE PRICE*	TOTAL
1-001-000	1/2" Mini-Micro Memory Card (PSX)		299.99	
1-001-001	AudioPad (PSX)		119.99	
1-001-002	Chameleon FlightStick (PSX)		999.99	
1-001-003	GoldPad (PSX)		219.99	
1-001-004	Golden Ring Micro Memory Card (PSX)		119.99	
1-001-005	Golden Game Accessory Pad (PSX)		119.99	
1-001-006	Golden Game Pad (PSX)		119.99	
1-001-007	Golden Game Pad (PSX)		119.99	
1-001-008	Golden Game Pad (PSX)		119.99	
1-001-009	Golden Game Pad (PSX)		119.99	
1-001-010	Golden Game Pad (PSX)		119.99	
1-001-011	Golden Game Pad (PSX)		119.99	
1-001-012	Golden Game Pad (PSX)		119.99	
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1-001-014	Golden Game Pad (PSX)		119.99	
1-001-015	Golden Game Pad (PSX)		119.99	
1-001-016	Golden Game Pad (PSX)		119.99	
1-001-017	Golden Game Pad (PSX)		119.99	
1-001-018	Golden Game Pad (PSX)		119.99	
1-001-019	Golden Game Pad (PSX)		119.99	
1-001-020	Golden Game Pad (PSX)		119.99	

*Sale prices valid until the volume of issue #20

PLEASE REMIT ORIGINAL ORDER FORM (NO PHOTOCOPIES)

PAYMENT	Q CHECK	Q MONEY ORDER	Q CREDIT CARD	Q VISA	Q MASTERCARD	SUBTOTAL
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